



THE ESOTERIC ORDER OF GAMERS

WWW.ORDEROFGAMERS.COM

High quality materials for the dedicated devotee of immersive, thematic tabletop games.
Game rules summaries, foamcore box plans, articles, interviews, reviews, videos, tutorials, forums – and lots more.

 @EOGamers

 [gplus.to/EOGamers](https://plus.google.com/EOGamers)

 facebook.com/EOGamers

 [EsotericOrderGamers](https://YouTube.com/EsotericOrderGamers)

v1.1

Aug 2017

Game:	TOKAIDO
Publisher:	Fun Forge (2012)
Page 1:	Rules summary front
Page 2:	Rules summary back
Page 3:	Rules summary <i>Crossroads</i> expansion
Page 4:	Rules summary <i>Matsuri</i> expansion
Page 5:	Base game and <i>Crossroads</i> reference

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

TOKAIDO

SETUP

Place the **Achievement** cards faceup next to the board.

Shuffle the following cards into their separate piles and place them facedown on the spaces on the board: the **Souvenir** cards (brown back), the **Hot Spring** cards (light blue back), the **Encounter** cards (purple back), and the **Meal** cards (red back).

Sort the **Panorama** cards into decks by type (**sea**, **mountain**, and **paddy**) and sort each deck by value (the 1 above the 2 above the 3, etc). Place the 3 decks piles on their corresponding locations on the board.

Place the **coins** next to the board as a reserve.

Each player chooses a **traveler** piece and the correspondingly colored plastic **marker** and **color token**. Place all the markers on square 0 of the **Journey point path**.

Each player takes **2 traveler tiles** at random and chooses one to place faceup on the before him with his color token in the hole of the tile. Return all unchosen and unused tiles to the box.

Each player takes coins equal to the number in the upper right corner of his chosen tile; this is each player's starting **bank**.

Randomly place all of the traveler pieces in a line at the first inn (*Kyoto*).

PLAYING THE GAME

The player whose traveler is farthest behind on the road (with respect to the destination) **takes the next turn**.

You must move your traveler forward (toward *Edo*) to the open space of your choice. Once you have moved your traveler, you receives the benefit corresponding to that space.

Usually, after a traveler has moved, another traveler is then last on the road, and it becomes that player's turn. But if the last traveler is still the last after moving, he goes again immediately.

When you land on a double space, you must occupy the space located on the road if it is free; a traveler who arrives after you must occupy the second space.

Double spaces are only used in games 4 or 5 player games.

In 2 or 3 player games, the second space (the one off the road) cannot be occupied.

THE SPACES

A **collection** refers to all of the cards you have acquired (and placed faceup before you) during a game.

You immediately score all points you earn during your journey.



Village

Draw the top 3 Souvenir cards and place them faceup before you.

You may then purchase 1 or more of these cards by paying the price indicated on each card.

Then place any unpurchased cards facedown on the bottom of the pile.

Each souvenir belongs to one of 4 types: small objects, clothing, art, and food & drinks.

To score the maximum number of points, you need to collect souvenirs of each type, though you can purchase and score souvenirs of any type.

As you purchase Souvenir cards, group them into sets in front of you; each set can contain only 1 souvenir of each type.

The first souvenir in a set, no matter which type it is, is worth 1 point.

The second souvenir in a set, which must be of a different type than the first, is worth 3 points.

The third souvenir in a set, which must be of a different type than the first two, is worth 5 points.

The fourth souvenir in a set, which must be of a different type than the first three, is worth 7 points.

You earn these points at the time that you add these cards to your collection.

You must have at least 1 coin to stop in a village, but you are not required to purchase any souvenirs.

You may collect several sets in parallel; you needn't finish a set before starting a new one.



Farm

Take 3 coins from the reserve and add them to your bank.

There is no limit to the number of coins you can have.



Panorama

Panoramas are made of 3, 4 or 5 sections.

When you stop on a panorama space, if you don't yet have any Panorama cards of this type, take a Panorama card of that type of value 1. Otherwise, take the next number in ascending order.

Immediately score a number of points equal to the value of the card (1, 2, 3, 4 or 5 depending on the panorama).

Each traveler can create only a single panorama of each type; a traveler who completes a panorama can no longer stop on the spaces corresponding to that type (sea, mountain, or rice paddy).



Hot Spring

Take a Hot Spring card from the deck and add it to your collection.

These cards are worth 2 or 3 points.



Temple

Donate 1, 2, or 3 coins to the temple, placing them on the Temple section of the board in the space corresponding to your color. Immediately score 1 point for each donated coin.

A traveler who stops on a temple space *must* donate at least 1 coin as an offering and cannot donate more than 3 coins.



Encounters

Reveal the top card of the Encounter deck and apply the effect. After doing so, add the card to your collection.

Shokunin (Traveling merchant)

Draw the top Souvenir card from the deck and add it to your collection. It scores 1, 3, 5, or 7 points depending on which souvenirs you already own.

Annaibito (Guide)

If you have not yet started the depicted panorama, take a value 1 card of the appropriate type.

If you have started it, take the next number in ascending order.

If you've completed it, you can start or add to another panorama of your choice. Score points for the Panorama card as usual.

Samurai

Immediately score 3 points.

Kuge (Noble)

Immediately take 3 coins from the reserve and add them to your bank.

Miko (Shinto priest)

Immediately take 1 coin from the bank and place it as an offering in the temple, in the area corresponding to your color. You score 1 point for this donation.



Inns

All travelers must stop at each inn. There, players can buy Meal cards: these cost 1, 2 or 3 coins and all score 6 victory points.

The first traveler occupies the space nearest the road, and later travelers form a line after him.

When the first traveler arrives, he draws as many Meal cards as there are players, plus 1. He looks at these cards without showing them to other players.

He can then purchase 1 Meal card of his choice by paying the price (1, 2, or 3 coins) marked on the card. He adds this card, faceup, to his collection and places the remaining cards next to the board, facedown. Each Meal card is worth 6 points: score these points when you add the card to your collection.

He then must wait for the other travelers to arrive at the inn. Upon arrival, each traveler can (possibly) purchase one of the remaining Meal cards.

A traveler cannot taste the same culinary specialty twice during his journey. He can never purchase more than 1 Meal card per inn, and is never obliged to purchase a Meal card.

Once all travelers have arrived at the inn and had a chance to purchase a Meal card, the journey can continue. Place the unpurchased Meal cards on the bottom of the Meal deck.

The last traveler on the route (the one farthest from the inn) takes the next turn.

END OF THE JOURNEY

When all of the travelers have arrived in Edo at the last inn, the game ends.

Award the **achievement cards** (*Gourmet, Collector, Bather, Chatterbox*) to the appropriate travelers.

Score additional points depending on their ranking as donors to the temple:

- The most generous donor scores 10 points.
- The second scores 7 points.
- The third scores 4 points.
- All other donors score 2 points.

On a tie, all tied players score points from that rank. Travelers who haven't donated a single coin to the temple do not score any points.

The player with the most points wins the game. On a tie, the tied player with the most achievement cards wins.

ACHIEVEMENT CARDS

Seven achievement cards can be won by the travelers: 3 during the game and 4 at the end of it.



Panorama achievement cards

The first traveler to complete a panorama of a particular type receives the corresponding achievement card. Each immediately scores 3 points.



Other achievement cards

These cards are awarded to the following players at the end of the journey. Each is worth 3 points.

Gourmet

The traveler with the highest sum of coins on his Meal cards.

Bather

The traveler who has the most Hot Spring cards.

Chatterbox

The traveler who has the most Encounter cards.

Collector

The traveler who has the most Souvenir cards.

On a tie for first for any of the achievements, each tied player scores 3 points.

THE TRAVELERS

Hiroshige the artist

When Hiroshige arrives at each of the 3 intermediate inns, before the meal he takes 1 Panorama card of his choice, scoring the points for this card immediately.

Chuubei the messenger

When Chuubei arrives at each of the 3 intermediate inns, before the meal he draws 1 Encounter card and applies its effect.

Kinko the ronin

Each Meal card purchased by Kinko costs 1 coin less (meals that cost 1 are therefore free).

Yoshiyasu the functionary

During each encounter, Yoshiyasu draws 2 Encounter cards, keeps the one he wishes, then places the other card at the bottom of the pile (without showing it to the other players).

Satsuki the orphan

When she arrives at an inn, Satsuki receives one of the available Meal cards at random for free. After seeing the Meal card, she can instead purchase a meal as normal like other players.

Mitsukuni the old man

Mitsukuni earns 1 additional point for each Hot Spring card and each achievement card.

Sasayakko the geisha

In the village, if Sasayakko purchases at least 2 Souvenir cards, the cheapest souvenir is free. She must have the coins on hand to pay for all souvenirs, but she doesn't pay for the cheapest one.

Hirotda the priest

Each time he stops at the temple, Hirotda can take 1 coin from the bank and donate it to the temple, scoring 1 point for this coin. This is in addition to the 1, 2, or 3 coins he can personally donate to the temple.

Umegae the street entertainer

Umegae earns 1 point and 1 coin for each encounter before the effects of the drawn Encounter card are applied.

Zen-emon the merchant

Once per village, Zen-emon can purchase 1 Souvenir card for 1 coin instead of the marked price.

VARIATIONS

You can mix and match these variations, and they can also be used in the 2 player version.

Journey of Initiation

For a simplified variation, leave the Traveler tiles in the box and give 7 coins to each player at the start of the game.

Return Trip

Although the traditional Tokaido journey starts at Kyoto and goes to Edo, players may instead travel in the other direction, starting at Edo and traveling to Kyoto.

Gastronomy

When arriving at the inns, the first traveler draws a number of Meal cards equal to the number of players (instead of drawing 1 card more than the number of players).

Preparations

Depending on the order in which they leave the first inn, each traveler's starting bank is modified as follows: the last to leave (first spot) receives +2 coins, the next to last +1, the next leaves with the original coin amount, and (in the case of 4 and 5 players) the final two spots (the first players to leave) receive 1 fewer coin. This adjustment applies *only* at the start of the game.

TWO PLAYER RULES

During setup, add a third **neutral** traveler to the starting inn (Determine the order of the 3 travelers at random). This neutral traveler must be moved when he is last on the road, as usual.

The player whose traveler is in the lead moves the neutral traveler. Neutral traveler movements have no effect on the game, except at temple and inn spaces:

When the neutral traveler stops on a temple space, take a coin from the bank and place it on the space corresponding to his color. So the neutral traveler is involved at the end of the game when calculating the additional points for temple offerings.

The first player at the Inn draws 4 Meal cards. When the neutral traveler stops on an inn space, the player who moved him takes the Meal cards and discards one at random. Place this card on the bottom of the pile without revealing it.

With these exceptions, the rest of the game plays with the usual rules.

CROSSROADS EXPANSION

SETUP

Set up the game as normal. Place the expansion board above the main board (or use the locations on the deluxe board).

On the corresponding locations, place the **Fortune die** and the shuffled *Legendary Object*, *Bathhouse*, *Calligraphy*, *Amulet*, and *Cherry Tree* decks.

Add the new travelers to the old before selecting travellers.

NEW SPACES



Cherry Trees

When you stop at a panorama space (sea, mountain, or rice paddy), you must choose to either:

Take a Panorama card of the corresponding type (basic rules); *or*

Take a **Cherry Tree card** (if the card is available).

Cherry Tree cards award 2 points and 1 coin.

There is no limit to the number of cherry trees you can collect, but there are no corresponding Accomplishment cards.



Bathhouses

When you stop at a hot springs space, you must choose to either:

Draw a Hot Springs card (basic rules); *or*

Pay 1 coin for a **Bathhouse card**.

Bathhouse cards score 4 points.

Bathhouses *are* considered to be hot springs for the awarding of the *Bather* accomplishment.



Farms

When you stop at a farm space, you must choose to either:

Take 3 coins from the bank and adding them to your reserve (basic rules); *or*

Try to add to your reserve at the **gaming room**.

Gamble 2 coins from your reserve and throw the Fortune die:

- x lose the money bet
- x1 recover the money bet
- x2 double the money bet
- x3 triple the money bet
- x4 quadruple the money bet

Coins lost go to the bank; coins gained come from the bank.



Temples

When you stop at a temple space, you must choose to either:

Give 1, 2, or 3 coins to the temple (basic rules); *or*

Pay a coin to the bank to take 1 available **Amulet card**.

Amulet cards confer a single-use effect. Keep your chosen card secret until you decide to use it. Used cards are returned to their stack on the Crossroads board, and can be drawn again later in the game. A single traveler can have several Amulet cards at any one time.

When you buy an amulet, you can use it on your next move; but never on the same turn as when it is acquired.

Vitality You may play again right away when your movement takes you to the lead position on the journey. This amulet cannot be used when you arrive at an inn.

Fortune You may roll the Fortune die before moving, and perhaps win coins depending on the result (according to the table of results of the card where $x = 0$ coin and $x4 = 4$ coins).

Health You may select both options for the space you land on (in the order of your choice). This amulet cannot be used when you arrive at an inn.

Friendship You may stop on a single space that is occupied by another traveler as if it was a double space. Place your traveler piece next to the space, as you would if it were a double space.

The single space *must* be occupied by another traveler for this amulet to be usable. The traveler using this amulet leaves first.

Hospitality You may take your Meal card for free when stopping at an inn.

Devotion You may give the temple the coins spent on acquiring a purchasable card (*Souvenir*, *Meal*, *Legendary Object*, *Bathhouse*, *Calligraphy*, *Amulet*).

As with a normal donation, you immediately score 1 point per coin placed and the coins will be counted at the end of the game for temple donation points.



Village

When you stop at a village space, you must choose to either:

Buy souvenirs (basic rules); *or*

Acquire a **Legendary Object** card.

You can buy 1 (and only 1) legendary object of your choice (if the card is available) for the cost marked on the card (1, 2, or 3 coins).

Legendary objects *are* taken into account when awarding the *Collector* accomplishment.

Shodo and Emaki These legendary objects score 1 point for each other souvenir/legendary object in their owner's collection and 1 additional point for each souvenir acquired thereafter.

Buppatsu and Ema These legendary objects count as a new family of souvenirs. They are therefore added to the families of souvenirs in their owner's collection. Having one object from each of the 5 families thus scores $1+3+5+7+9 = 25$ points.

Murasame & Masamune These legendary objects score 8 points. The same traveler can acquire both types of a single legendary object.



Encounters

When you stop at an encounter space, you must choose to either:

Draw an Encounter card (basic rules); *or*

Pay 1 coin to the bank to acquire one of the available **Calligraphy cards** of your choice.

You can have several Calligraphy cards at any one time. Calligraphy cards are counted as encounters for the awarding of the *Chatterbox* accomplishment.

Foresight Scores 2 points per coin remaining at the end of the game.

Contemplation Scores 3 points per complete panorama and 1 point per cherry tree.

Nostalgia Scores 2 points per legendary object and 1 point per souvenir.

Patience Scores 6 points if the traveler is last to arrive at the last inn, 4 points if the traveler is secondlast, and 2 points in all other cases.

Perfection Scores 2 points per accomplishment and 1 point per Calligraphy card. This card is also worth 1 point.

Fasting Scores 3 points per uneaten meal. Your collection should easily let you determine how many meals you have missed. In a game, a traveler eats up to 4 meals.

NEW TRAVELERS

Jirocho the yakuza

When he arrives at one of the 3 intermediate inns, before the meal, Jirocho may bet 1 coin and roll the Fortune die.

Depending on the result, he may lose his coin, get it back, or get it back and win 1, 2, or 3 additional coins (according to the table of results for the gaming room).

Daigo the kid

Daigo draws a Souvenir card when he arrives at each of the 3 intermediate inns, before the meal.

Nampo the gourmet

Nampo scores additional points at each inn, depending on the value of the meal he eats:

- One meal worth 1 coin scores 1 additional point.
- One meal worth 2 coins scores 2 additional points.
- One meal worth 3 coins scores 3 additional points

Gotozaemon the souvenir seller

Gotozaemon gains a coin at each stop on a Panorama space. He gains an additional coin only when he stops on a Panorama space, not when he encounters a *Guide (Annaibito)*.

If he decides to take a cherry tree, he gains 2 points and 2 coins.

Miyataka the superstitious woman

Miyataka can carry out both actions when stopping at a temple space: give coins to the temple *and* buy an amulet.

Kita the old woman

Kita can carry out both actions when stopping at an encounter space: draw an Encounter card *and* buy a Calligraphy card.

VARIATIONS

Rare and precious...

2 and 3 player games: At the start of the game, only use 4 of each type of *Crossroads* expansion card (*Bathhouse*, *Legendary Object*, *Cherry Tree*, *Amulet*, *Calligraphy*) at random.

4 and 5 player games: At the start of the game, use 5 of each type of *Crossroads* expansion card (*Bathhouse*, *Legendary Object*, *Cherry Tree*, *Amulet*, *Calligraphy*) at random. You can look at the Amulet and Calligraphy cards in play before starting the game. Put the unused cards back in the box.

Good luck

At the start of the game, each player (in the starting order) can give the bank a coin in order to receive an Amulet card at random, with which he will start the game.

NOTES

Abilities

Tokaido travelers' abilities work with the *Crossroads* cards. So *Mitsukuni the Old* earns 1 point if he takes a Bathhouse card. In the same way, *Umegae the Street Entertainer* earns 1 coin and 1 point if she buys Calligraphy.

Encounter cards

The effects of the Encounter cards are limited to the *Tokaido* cards and do not extend to the *Crossroads* cards.

So a *Guide (Annaibito)* does not let you select a cherry tree, a *Priest (Miko)* does not let you purchase an amulet, a *Craftsman (Shokunin)* does not let you take a legendary object.

MATSURI EXPANSION

SETUP

Set up the *Tokaido* and *Crossroads* as normal. Shuffle the *Matsuri* cards and place them in facedown deck near the board. Placed the **Closed Space**, **Journey points**, and **Doll/Carp** tokens near the bank. Add the new travelers to the old; you may if you wish choose from among 3 travelers instead of 2, or just directly take the traveler of your choice.

THE MATSURI



When the travelers stop at each of the 3 intermediate inns a matsuri event is triggered. Once all the travelers have arrived (and after using abilities and buying meals), the first player to arrive draws 2 Matsuri cards, chooses one and places the other under the deck

without showing it to the other players. Place the chosen card faceup on top of the deck and apply its effect.

O-Bon (the dead)

Each traveler, in the order they arrived at the inn, can immediately **donate to the temple** as normal. Player abilities linked to the temple are not applied.

Tori no Ichi (the amulets)

Each traveler who doesn't have an amulet immediately receives a **free amulet**, randomly drawn from those remaining.

Hina matsuri (the dolls)



Each player with a feminine traveler immediately receives **1 Doll token**. Add this to the player's collection; it counts as a souvenir of the type *small objects*.

It is used as a Souvenir card but does not count towards the *Collector* achievement, or the effect of the *Shodo* and *Emaki* legendary objects.

Tango (the boys)



Each player with a masculine traveler immediately receives **1 Carp token**. Add this to the player's collection; it counts as a souvenir of the type *small objects*.

It is used as a Souvenir card but does not count towards the *Collector* achievement, or the effect of the *Shodo* and *Emaki* legendary objects.

Hanabi (fireworks)

The traveler who chose this matsuri immediately and randomly draws **2 new Matsuri cards**, both of which are put into play and their effects applied.

o-Fune matsuri (the ships)

Each traveler immediately receives the next section of his **sea panorama** and scores its points. If you have already finished a sea panorama you receive no benefit. If several players simultaneously finish their sea panorama, they each score for the achievement (use Journey point tokens).

o-Shogatsu (new year's eve)

Each traveler, in the order they arrived at the inn, can immediately **roll the Fortune die** and take a number of coins equal to the result (0-4 coins).

Setsubun (bean-throwing)

Each traveler, in the order they arrived at the inn, can immediately **roll the Fortune die** and score a number of points equal to the result (0-4 coins): use Journey point tokens.

Tanabata (the stars)

The **4 achievements** (*Gourmet*, *Bather*, *Chatterbox*, and *Collector*) are **immediately rewarded**; however each winner receives a 2 Journey points token (players tied for first place each get a 2 points token). Leave the cards faceup to be awarded at the end of the journey in the usual way.

o-Tsukimi (the moon)

The traveler who chose this matsuri immediately takes the **Calligraphy card** of his choice among those remaining, and places it faceup next to the other Achievement cards.

At the end of the game each player will score these Calligraphy points as if this card were in his collection.

Shishimai (the lion)

The travelers who have donated coins to the temple immediately score Journey points corresponding to their donation. However only the 3 most generous travelers are awarded: the most generous scores 4 points; the second scores 2 points; and the third scores 1 point. Resolve ties according to the usual rules.

Cho-yo (the chrysanthemums)

During the arrival at the **next inn** (whether an intermediate inn or the final one), **all the Meal cards cost 1 coin less than normal**. In addition, **the first player to arrive at the inn draws 2 Meal cards more than usual**.

Yama no Ko (the mountain)

Until the next inn, each traveler who stops at a mountain space can take **1 additional mountain panorama section**, before making the usual choice to take either a panorama or a cherry tree. Score the corresponding points. If you have already finished a mountain panorama you receive no benefit.

o-Taue matsuri (the rice)

Until the next inn, each traveler who stops at a rice paddy space can take **1 coin and donate it to the temple** in his name before making the usual choice to take either a panorama or a cherry tree. Score the corresponding points. If you have already finished a rice paddy panorama you receive no benefit.

Hadaka matsuri (the naked man)

Until the next inn, each traveler who stops at a hot spring can draw **1 Encounter card** and apply its effect before making the choice to take either a Hot Spring card or a Bathhouse card.

o-Hanami (the cherry blossom)

Until the next inn, each traveler who stops at a panorama space (sea, mountain, or rice paddy) takes the next section of the corresponding panorama and receives **1 coin from the bank**.

If a player chooses to take a cherry tree he receives 2 coins: one for the tree and one for the matsuri.

Gion matsuri (health of the people)

Until the next inn, each traveler who stops at an Encounter space can **choose his encounter** from those remaining instead of drawing randomly. Then shuffle the deck again.

Use Place Closed Space tokens on the following closed spaces:

Kamiarisa (the divinities)



Until the next inn, **each temple closes one of its spaces**. Single-space temples are completely closed; double-space temples close the space off the road.

Tōka Ebisu (the merchants)



Until the next inn, **each shop closes one of its spaces**. Single-space shops are completely closed; double-space shops close the space off the road.

Mura matsuri (the villages)



Until the next inn, **each farm closes one of its spaces**. Single-space farms are completely closed; double-space farms close the space off the road.

NEW TRAVELERS

Kushinada the world traveler

At the start of the game, all other travelers give 1 coin each to Kushinada (in a 2 player game her opponent gives her 1 coin;

take the other from the bank). During the game, at any time, she can secretly look at her opponents' Calligraphy and Amulet cards.

Mutsumi the brute

At the first 4 inns, Mutsumi can leave the inn first, regardless of the order in which he arrived.

Takeru the counselor

Every time a traveler (including himself) stops at an Encounter space, Takeru takes 1 coin from the bank.

Rakuren the collector

When stopping at a shop, Rakuren can choose to randomly draw 4 Souvenir cards and 1 Legendary Object card instead of the usual shop actions. He can then buy 1 or several of them at their indicated costs.

Kamui the vagabond

When stopping at the intermediate inns and at the last inn, Kamui scores 3 points if he doesn't buy a Meal card (these points can be combined with the *Fasting* Calligraphy card).

Mari the poet

When stopping at a temple, Mari scores 2 points for each coin she donates. If she buys an amulet, she can take it for free.

Yashima the noble

At the intermediate inns, Yashima receives a free random Amulet card (if there are none left, Yashima does not benefit from her ability).

Kidzuna the cook

When stopping at the intermediate inns, Kidzuna can buy an additional meal: she reveals the first card of the Meal deck and can buy it and score the points. She then proceeds to purchase her main meal as normal.

Chihaya the bather

When stopping at the intermediate inns, Chihaya receives a random Hot Spring card.

Iyasaka the manual worker

When stopping at a farm, Iyasaka receives 1 additional coin if he chooses to take 3 coins or he can re-roll the Fortune die in the gaming room (the second result must be used).

Marihito the writer

At the end of the game, Marihito can double one of the Calligraphy cards in his collection.

Suseri the erudite

At the end of the game, Suseri scores 1 point for each different type of card (the types are *Hot Spring*, *Bathhouse*, *Souvenir*, *Legendary Object*, *Encounter*, *Calligraphy*, *Amulet*, *Meal*, *Sea Panorama*, *Mountain Panorama*, *Mountain Panorama*, *Rice Paddy Panorama*, *Cherry Tree*) in her collection.

Ayumu the walker

Meal cards only cost Ayumu 1 coin. In addition, when at a shop space, souvenirs of the *small object* type cost him nothing.

Musubi the rogue

When stopping at the intermediate inns, Musubi can take 1 coin from each of the 2 travelers who arrived immediately before and after him. If a victim has no coins, Musubi takes 1 coin from the bank instead. If he arrived first or last, he takes 1 coin from the neighbouring traveler and 1 from the bank.

Misaki the disciple

Every time a traveler (including himself) stops at a temple, Misaki takes 1 coin from the bank.

Titia the Dutch tourist

Titia buys souvenirs of the art type and legendary objects for 1 coin less than normal (some cards will therefore be free).

TOKAIDO

BASE GAME



Village

Draw the **top 3 Souvenir cards** and place them faceup before you. **You may then purchase 1 or more** by paying the price indicated.

Group souvenirs into sets; each set can contain only 1 souvenir of each type. The first souvenir in a set is worth 1 point. Future souvenirs in a set must be of a different type. The second is worth 3 points, the third 5 points, and the fourth 7 points.

You must have at least 1 coin to stop in a village, but you are not required to purchase any souvenirs. You needn't finish a set before starting a new one.



Farm

Take 3 coins from the reserve.



Panorama

If you don't have any Panorama cards of this type, take a value 1 Panorama card of that type.

Otherwise, take the next number in ascending order. Score points equal to the value of the card.

Each traveler can create only a single panorama of each type; a traveler who completes a panorama can no longer stop on the spaces of that type.



Hot Spring

Take a **Hot Spring card** from the deck and add it to your collection. They are worth 2 or 3 points.



Temple

Donate 1, 2, or 3 coins to the temple, placing them on the Temple section of the board in your colour's space. Score 1 point for each donated coin.

A traveler who stops on a temple space *must* donate at least 1 coin as an offering and cannot donate more than 3 coins.



Encounters

Reveal the top card of the Encounter deck and apply the effect. Then add the card to your collection.

Shokunin (Traveling merchant) Draw the top Souvenir card from the deck.

Annaibito (Guide) If you have not yet started the depicted panorama, take a value 1 card of that type. If you have, take the next number in ascending order.

Samurai Score 3 points.

Kuge (Noble) Take 3 coins.

Miko (Shinto priest) Take 1 coin from the bank, place it as an offering in the temple and score 1 point.



Inns

All travelers must stop at each inn. The first traveler occupies the space nearest the road, and later travelers form a line after him.

When the first traveler arrives, he draws as many Meal cards as there are players, plus 1. He can then purchase 1 Meal card of his choice by paying its price. Place the remaining cards next to the board, facedown. Each Meal card scores 6 points.

He then must wait for the other travelers. Upon arrival, each traveler may purchase one of the remaining Meal cards.

A traveler cannot taste the same culinary specialty twice during his journey. He can never purchase more than 1 Meal card per inn, and is never obliged to purchase a Meal card.

CROSSROADS



Cherry Trees

Take a Panorama card of the corresponding type (basic rules); *or*

Take a **Cherry Tree card** (if the card is available).

Cherry Tree cards award 2 points and 1 coin.



Bathhouses

Draw a Hot Springs card (basic rules); *or*

Pay 1 coin for a **Bathhouse card**.

Bathhouse cards score 4 points. Bathhouses *are* considered hot springs for the awarding of the *Bather* accomplishment.



Farms

Take 3 coins from the bank (basic rules); *or*

Gamble 2 coins from your reserve and throw the Fortune die:

- x lose the money bet
- x1 recover the money bet
- x2 double the money bet
- x3 triple the money bet
- x4 quadruple the money bet



Temples

Give 1, 2, or 3 coins to the temple (basic rules); *or*

Pay a coin to the bank to take 1 available **Amulet card**.

Amulet cards confer a single-use effect. Keep the card secret until you decide to use it. Return used cards to their deck

A single traveler can have several Amulet cards. You can't use an amulet on the same turn it is acquired.

Vitality You may immediately play again when your movement takes you to the lead position. Cannot be used at an inn.

Fortune You may roll the Fortune die before moving, and perhaps win coins depending on the result (according to the table of results of the card where **x** = 0 coin and **x4** = 4 coins).

Health You may select both options for the space you land on (in the order of your choice). Cannot be used at an inn.

Friendship You may stop on a single space occupied by another traveler as if it was a double space. The traveler using this amulet leaves first.

Hospitality You may take your Meal card for free at an inn.

Devotion You may give the temple the coins spent on acquiring a purchasable card; score 1 point per coin placed.



Village

Buy souvenirs (basic rules); *or*

Acquire a **Legendary Object card**.

You can buy 1 legendary object of your choice for its cost.

Legendary objects *are* taken into account when awarding the *Collector* accomplishment.

Shodo and Emaki Score 1 point for each other souvenir/legendary object in their owner's collection and 1 additional point for each souvenir acquired thereafter.

Buppatsu and Ema Count as a new family of souvenirs. Having one object from each of the 5 families thus scores 1+3+5+7+9 = 25 points.

Murasame & Masamune Score 8 points. The same traveler can acquire both types of a single legendary object.



Encounters

Draw an Encounter card (basic rules); *or*

Pay 1 coin to the bank to acquire one of the available **Calligraphy cards** of your choice.

You can have several Calligraphy cards at any one time. Calligraphy cards *are* counted as encounters for the awarding of the *Chatterbox* accomplishment.

Foresight Scores 2 points per coin remaining at the end of the game.

Contemplation Scores 3 points per complete panorama and 1 point per cherry tree.

Nostalgia Scores 2 points per legendary object and 1 point per souvenir.

Patience Scores 6 points if the traveler is last to arrive at the last inn, 4 points if the traveler is secondlast, and 2 points in all other cases.

Perfection Scores 2 points per accomplishment and 1 point per Calligraphy card. This card is also worth 1 point.

Fasting Scores 3 points per uneaten meal. Your collection should easily let you determine how many meals you have missed. In a game, a traveler eats up to 4 meals.